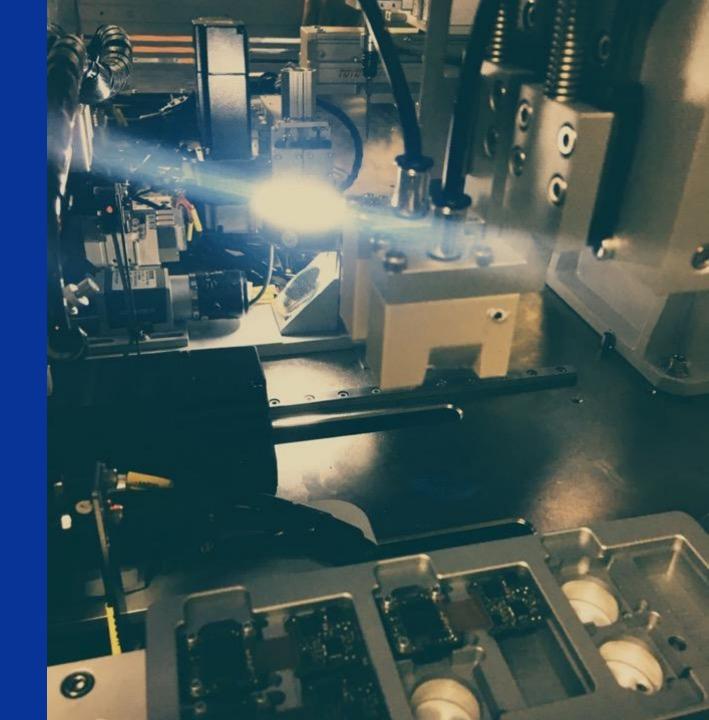


### **Dual Camera Calibration**

Innovation | Quality | Service



# 校正环境与规格



#### • 测试环境

1. 光源:

可见光: 2900 ± 100 Lux, 6500K± 200K

UV光 365nm: TBD (成像亮度均匀且对比度高)

2. 测试距离:120mm/200mm

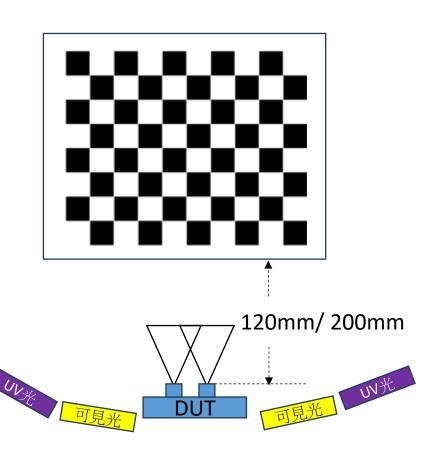
3. Chart:漫反射标定板

4. Chart Pattern: 12x9 棋盘格

5. Chart: 购买参考连结, GP150与GP200

#### • 校正规格

- X Shift < TBD</p>
- Y Shift < TBD</p>
- Rotation  $< +/-1.5^{\circ}$



### Dual Camera Calibration DLL



```
namespace NST {
                        // calibration 輸入的資料格式
public ref struct Image {
      array<System::Byte>^ data;
     int width;
                                                                             具體引用方式可參考demo code:
     int height;
                                                                             dual_camera_calibration.7z
     int channels;
public enum class ErrCode { // calibration回傳的error code
      Pass = 0,
      Fail = 1
public ref class DualCameraCalibration { //主要類別
      public:
      DualCameraCalibration() {};
      ~DualCameraCalibration() {};
                            // calibration回傳的校正結果,請依SN記錄到產測log (ex:csv檔)
      ref struct CaliResult {{
           int dx;
           int dy;
           double rotate;
     };
      System::ValueTuple<ErrCode, CaliResult^> calibration(Image^ rgb, Image^ uv); // 雙目校正API,輸入rgb與uv影像
```

## **EEPROM Contents**



HW info (TBD)	
Calibration info	
Calibration results	

名稱	位址	Size(Byte)	Contents
Header	0x00	2	0x55AA
Board Name	0x02	11	'K','U','N','L','U','N','-',D','U','A','L'
HW Version	0x0D	2	TBD
Serial Number	0x0F	16	TBD
Reserved	0x20	15	Reserved
Near Distance	0x30	1	Near calibration distance in cm, 0x00 means no calibration
Far Distance	0x31	1	Far calibration distance in cm, 0x00 means no calibration
Reserved	0x32	13	Reserved
Near X shift	0x40	2	Near Distance X shift
Near Y shift	0x42	2	Near Distance Y shift
Near Rotation	0x44	1	Near Distance Rotation (CaliResult.rotate * 10)
Far X shift	0x45	2	Far Distance Far X shift
Far Y shift	0x47	2	Far Distance Far Y shift
Far Rotation	0x49	1	Far Distance Far Rotation (CaliResult.rotate * 10)
Reserved	0x4A	TBD	Reserved

